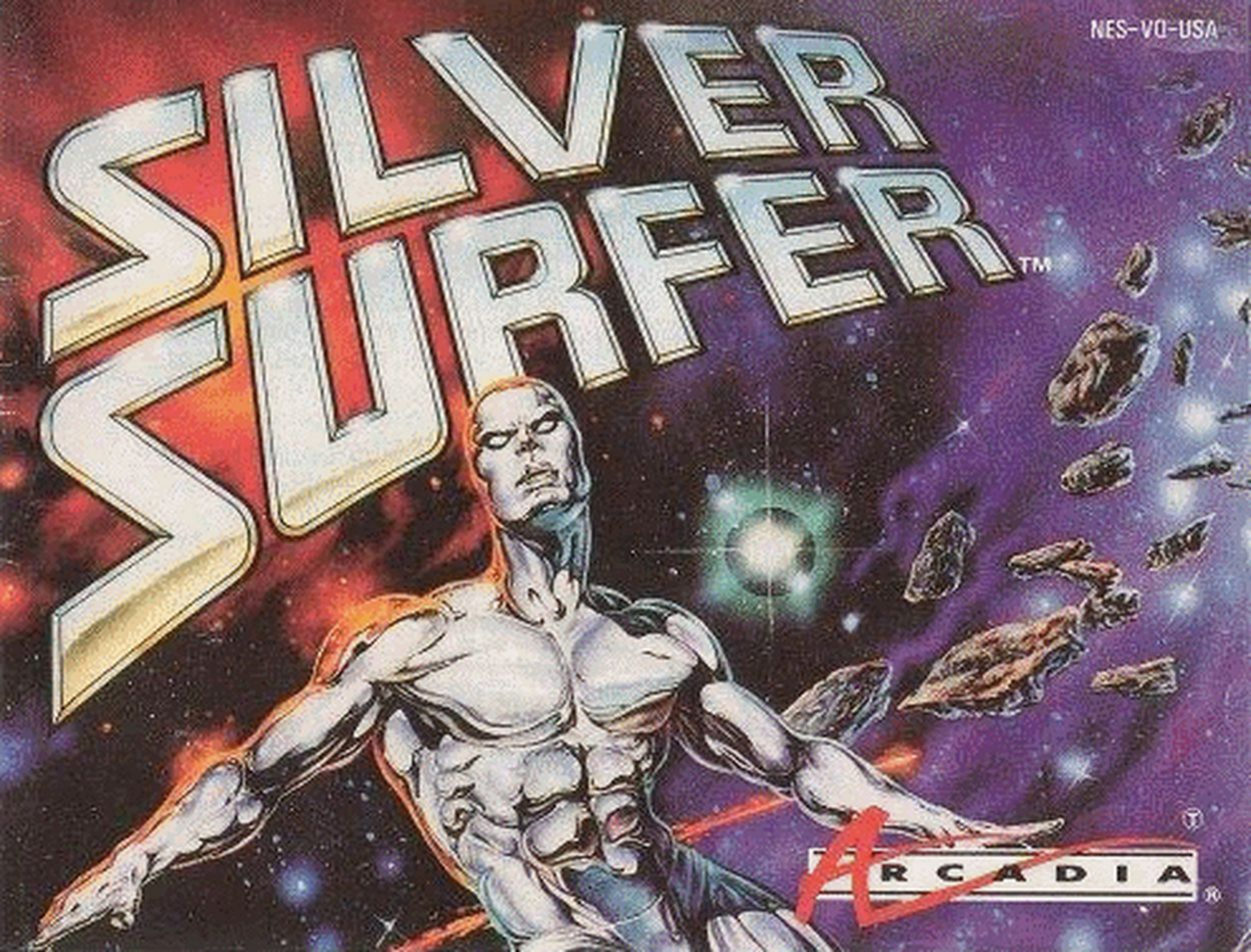
NES-VQ-USA
SILVER SURFER™
ARCADIA

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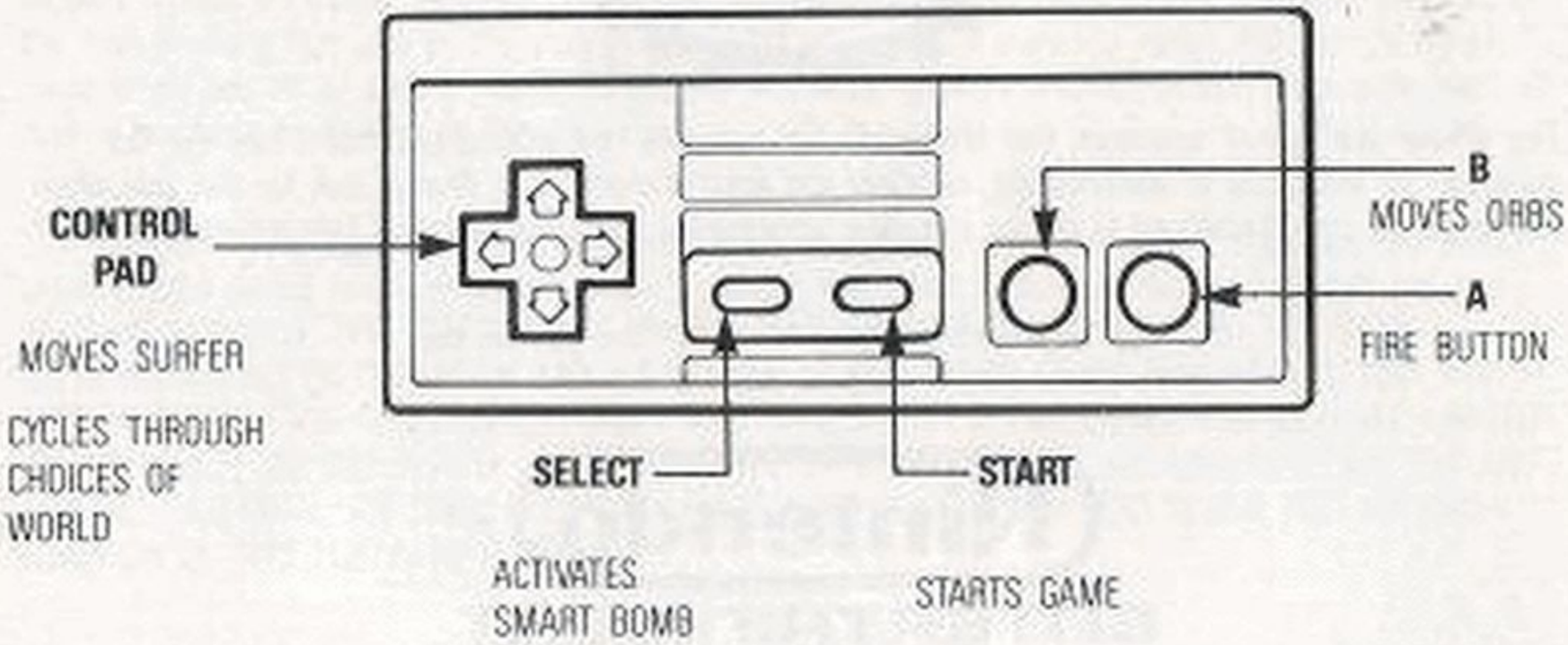
SILVER SURFER

GETTING STARTED

GAME CONTROLS



Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

ONE OR TWO PLAYERS

If you press Select anytime during the title screen, it will bring you to a Player Selection Menu.

If you want to play a 1-player game, just press Start.

If you want to play a 2-player game, press Select and then press Start. Game play will alternate between Player 1 and Player 2, until both players have finished their games. You will not be competing against each other.

After you press Start, you will see the prologue. To skip the prologue, press the Start button before or during the prologue.

SELECT WORLD MENU

Use the control pad to cycle through the choices of worlds to enter. Pressing the left side of the control pad will rotate the selection arrows counter-clockwise while pressing the right side will rotate the arrows clockwise. Press Start or Select after you have made your selection.

Although you can enter *any* world you want, you may want to start out with Reptyl or Mephisto. As you become familiar with game play, venture into the worlds of Skrull Emperor or Possessor. You may enter the world of the Firelord at any time but it is best to play Reptyl or Mephisto before you confront the Firelord.

GAME FEATURES

1. POWER UPS

You collect Power Ups by riding your surfboard over the power indicators listed below.

F — Cosmic Power. There are five levels of cosmic power. The Surfer starts with two bullets. Every F you collect increases your cosmic power in the following way:

One F ..... Surfer fires three bullets

Two F's ..... Surfer fires four bullets

Three F's ..... Surfer fires four bullets and orb bullets have double hit power.

Four F's ..... Surfer fires four bullets with double power and orb bullets have double hit power.

BONUS: After you have obtained five F's (four in addition to the one you begin the game with), you will receive a bonus of 4000 points for each additional F you collect.

B — Smart Bombs. Collect B's by riding over them. Press Select to annihilate all enemies, except for the Bosses, on the screen you're riding through. A maximum of 5 bombs may be held at any one time.

BONUS: After you have obtained 5 bombs, you will receive a 4000 point bonus for each additional B you collect.

S — Speed Ups. An S in a red square speeds up movements. Since one S gives you maximum acceleration, collecting more than one S won't make any difference in speed.

An S in a silver square adds an extra life.

ORBS — Orbs boost your power by firing simultaneously with your regular weapon. Touching an orb will attach it to your surfboard.

BONUS: After you have obtained 2 orbs, you will receive a 4000 point bonus for each additional orb you collect.

ORBS ON THE HORIZONTAL LEVEL

You can use one orb on the horizontal level of each world. If you collect two orbs on the horizontal level of the world you are currently in, you will have to wait until you are on the vertical level to use both of them.

The orb starts out firing straight ahead, but it can be adjusted in the following *way*:

– Press B once, the orb shoots below you

– Press B twice, the orb shoots behind you

– Press B three times, the orb returns to its original position

ORBS ON THE VERTICAL LEVEL

If you collect two orbs in the horizontal level or vertical level of the world you are currently playing in, you will be able to use both of them on the vertical level.

ADJUSTING ORBS ON THE VERTICAL LEVEL

- Press B once, the orb shoots to the side.

- Press B twice, the orb shoot behind you.

- Press B three times, the orb shoots in front of you.

2. LIVES

You start the game with 5 lives (4 extra lives in addition to the 1 you begin with).

You can lose a life by coming into contact with any of the following menances:

- Being shot by enemy fire

- Running into an object that cannot be fired through

When you die, you lose any Power Ups you may have obtained.

EXTRA LIVES

There are two ways to obtain extra lives:

- Extra lives may be obtained by collecting the Silver S. The Silver S differs from the speed enhancement S which is red and square.

- For every 100,000 points you earn, you get an extra life.

  You may collect up to a total of 9 extra lives.

3. GAME CONTINUES

You may continue the game four times after the first game before you must re-start the game.

4. THE WORLDS

REPTYL

MEPHISTO

SKRULL EMPEROR

POSSESSOR

FIRELORD

THE SILVER SURFER

Real Name: Norrin Radd

Occupation: Herald to Galactus

Legal Status: Citizen of Zenn-La

Former aliases: None

Place of Birth: Planet Zenn-La, Deneb system

Known Relatives: None

Marital Status: Single

Base of Operation: Space, Earth

Height: 6'4"

Weight: Unknown

Eyes: White (adjustable in bright star light)

Hair: None

Strength level: The Silver Surfer can augment the strength of his cosmic energy-powered body to a degree that rival's the Hulk's formidable rage-enhanced strength. Hence, the Silver Surfer can endow himself with "Class 100" strength enabling him to lift (press) well over 100 tons.

HISTORY

Norrin Radd was born on Zenn-La, a member of an extremely long-lived race of humanoid aliens who had achieved a virtual utopia as disease, poverty, war and all social ills had been eliminated many generations ago. The Zenn-Lavians, including Radd's lover Shalla-Bal, were content to live in hedonism but Radd was discontent, believing that his culture had become stagnant and that men could only find fulfillment in quest, yearning and struggle.

One day, Radd heard the planet-wide warning system alarm for the first time in the culture's recent memory. An immense alien spacecraft, believed to be hostile, had been detected approaching Zenn-La. Computer analysis of sensitive long-range observations indicated the alien craft to be of inestimable power. When Zenn-La's carelessly-maintained defenses proved useless, the population panicked.

During the emergency, Norrin Radd encountered a friend of his, a member of the Council of Scientists. Radd implored the scientist to arrange a spaceship for him so that he could rendezvous with the invading ship in order to discuss peace. A ship was assembled within minutes, by means of highly advanced technology, and Radd took off.

Norrin Radd's craft was taken aboard the alien ship. He found himself on the home vessel of Galactus, the vastly powerful being who drains the life energies from entire planets in order to live. Galactus had come to feed upon Zenn-La, a process that would render the planet barren and lifeless. Galactus explained to Radd that while he meant the world no malice, he had been searching for a suitable planet for too long to begin anew. Galactus mused that if he had a herald who could scout suitable planets in advance for him, populated worlds such as Zenn-La could be spared. Radd volunteered to serve Galactus permanently in exchange for Zenn-La's safety. Galactus agreed, and used his cosmic power to transform Norrin Radd into a being capable of serving him as a herald.

Galactus atomically restructured Norrin Radd's body, leaving him covered with a flexible, silvery material that could withstand the rigors of travel through outer space. Then Galactus fashioned a unique star travel device out of the same silvery material, a device resembling an Earthly surfboard.

Finally, he granted his new herald a fraction of his cosmic power, enabling him to perform feats which would be necessary in discharging his duty. Galactus named Radd the Silver Surfer and immediately dispatched him to locate a planet for his master to feed upon. He allowed Radd one last visit to his home where he sadly bade farewell to Shalla-Bal.

PASSWORD SCREEN

Push up on the control pad of both controllers simultaneously when the title screen is on to enter the Password Screen.

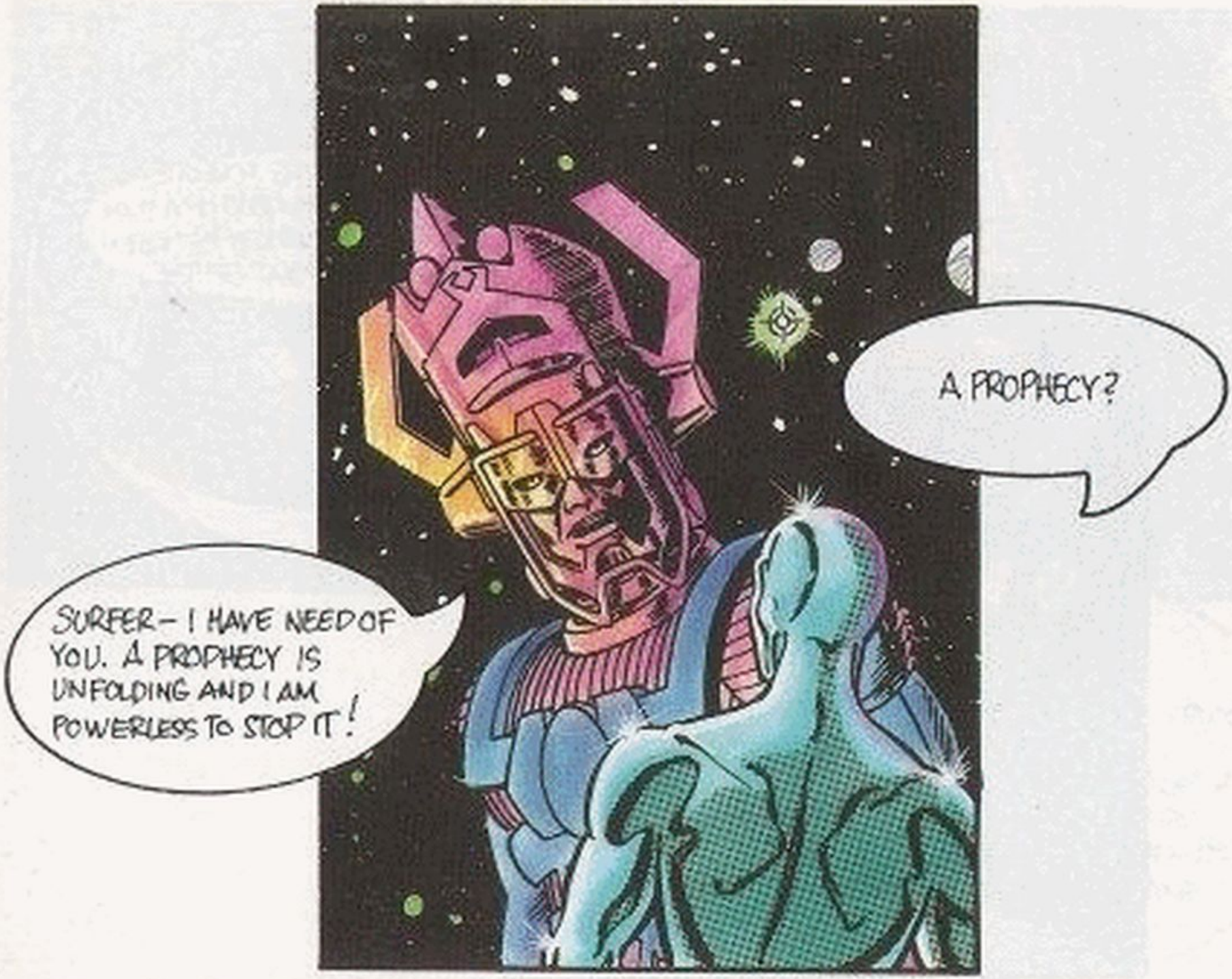
That's all the Silver Surfer will say for now.

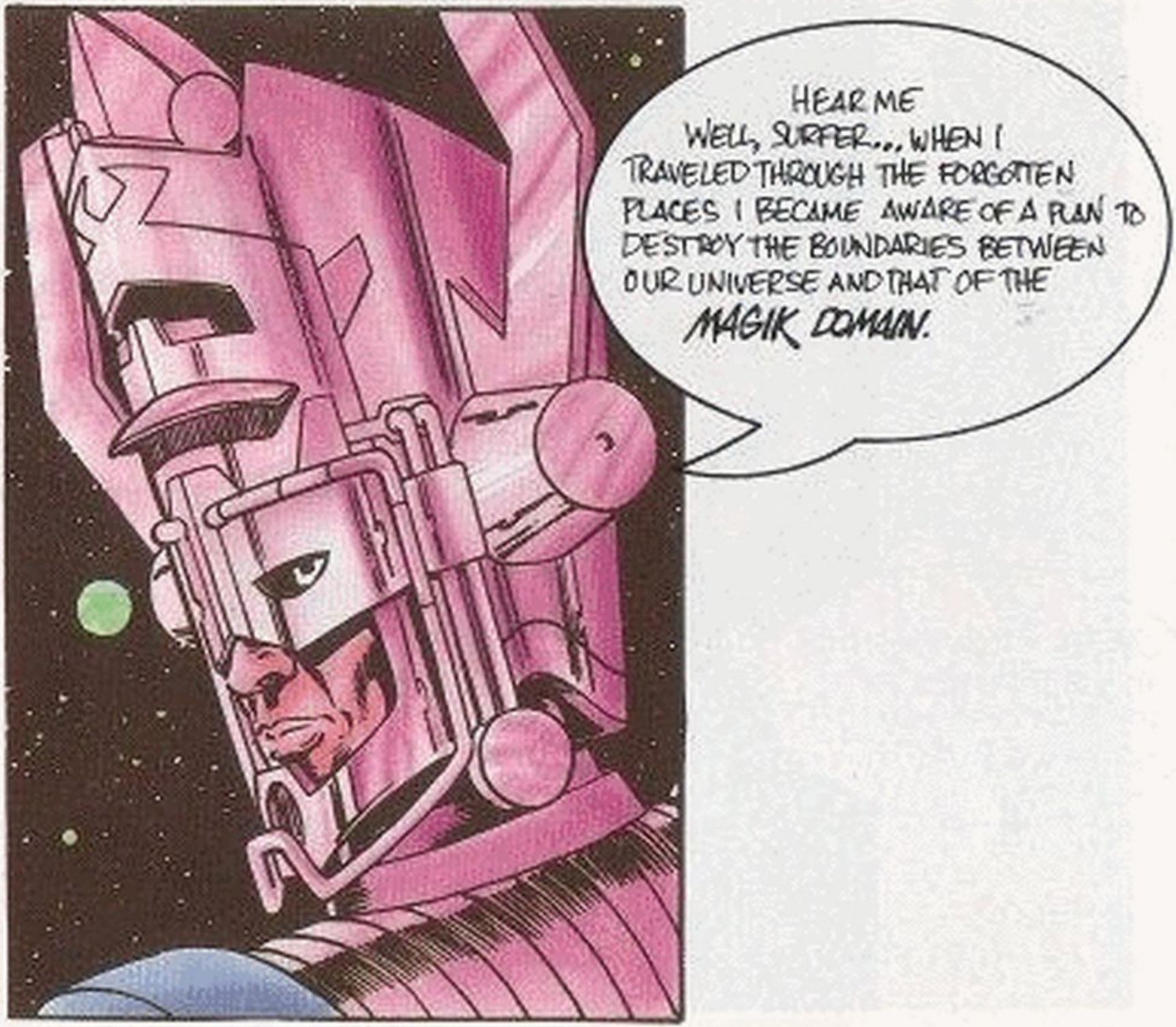
Check out your favorite Nintendo game player's magazines for future secret passwords.

SILVER SURFER
NOW FOR HIS LATEST ADVENTURE

Across the cosmos of the universe few dared ignore the summons of Galactus. . . .

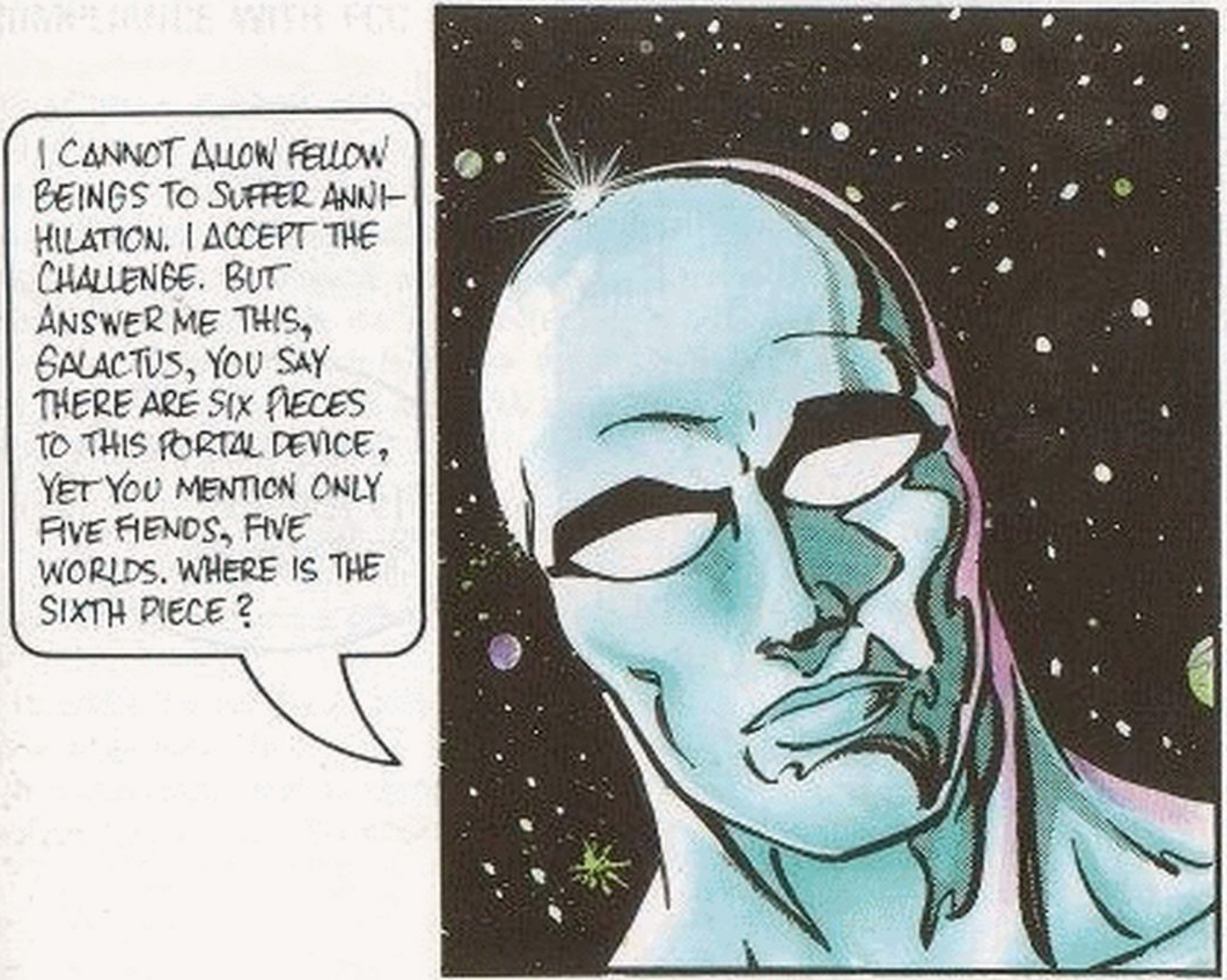
Even his one-time herald. . . .


A PROPHECY?
SURFER – I HAVE NEED OF YOU. A PROPHECY IS UNFOLDING AND I AM POWERLESS TO STOP IT!


HEAR ME
WELL, SURFER... WHEN I TRAVELED THROUGH THE FORGOTTEN PLACES I BECAME AWARE OF A PLAN TO DESTROY THE BOUNDARIES BETWEEN OUR UNIVERSE AND THAT OF THE MAGIK DOMAIN.

TIME MAY HAVE NO MEANING TO YOU, BUT IT DOES TO ME. GET TO THE POINT.
IMPUDENT ONE!
THE POINT, AS YOU SAY, IS THIS— THERE IS A POWERFUL DEVICE MADE UP OF SIX PARTS. WHEN THIS DEVICE IS ASSEMBLED IT IS CAPABLE OF BREAKING A HOLE IN THE FABRIC OF SPACE SO WIDE THAT THE HORDES FROM MAGIK WILL BE ABLE TO BREAK IN AND FOREVER RULE OUR UNIVERSE.

YOU MUST STOP THE DEVICE FROM BEING ASSEMBLED BY CONFRONTING VARIOUS DEFENSES AND FINALLY ENTERING THE LAIRS OF THE FIENDS TO STOP THEM FROM GETTING INTO MAGIK WITH PARTS OF THE DEVICE. HEED ME — IF YOU FAIL IN YOUR QUEST — THE IRRATIONAL HUMANS ON EARTH THAT YOU FIND SO WORTHWHILE WILL PERISH, ALONG WITH EVERY OTHER LIVING CREATURE.


I CANNOT ALLOW FELLOW BEINGS TO SUFFER ANNI-HILATION. I ACCEPT THE CHALLENGE. BUT ANSWER ME THIS, GALACTUS, YOU SAY THERE ARE SIX PIECES TO THIS PORTAL DEVICE, YET YOU MENTION ONLY FIVE FIENDS, FIVE WORLDS. WHERE IS THE SIXTH PIECE?

THAT, SURFER, IS FOR YOU TO DISCOVER.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: *How to Identify and Resolve Radio-TV Interference Problems.* This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

PRECAUTIONS

1.) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.

2.) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.

3.) Do not clean with benzene, paint thinner, alcohol or other such solvents.

Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice.

⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

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